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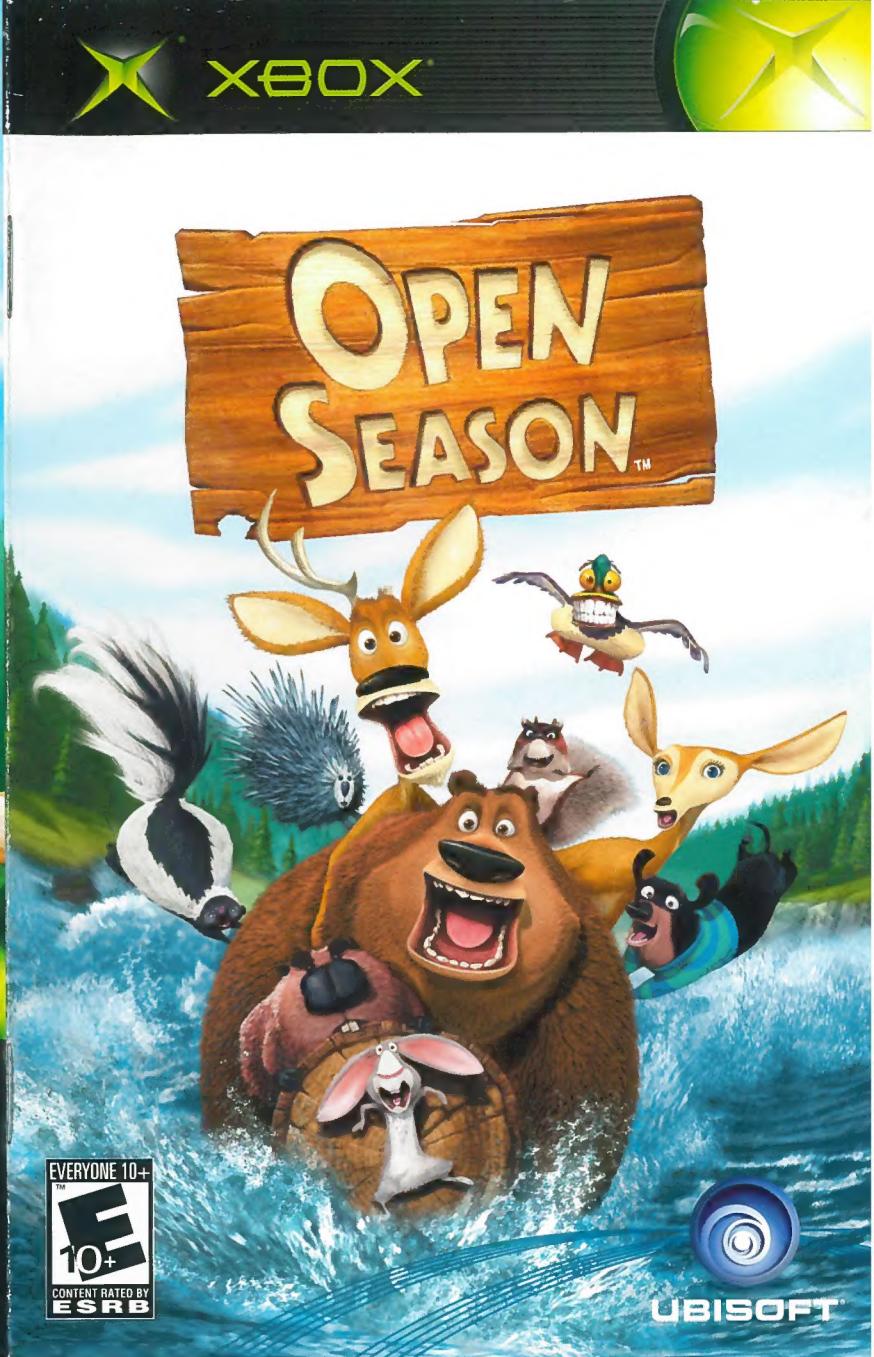
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A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

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If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

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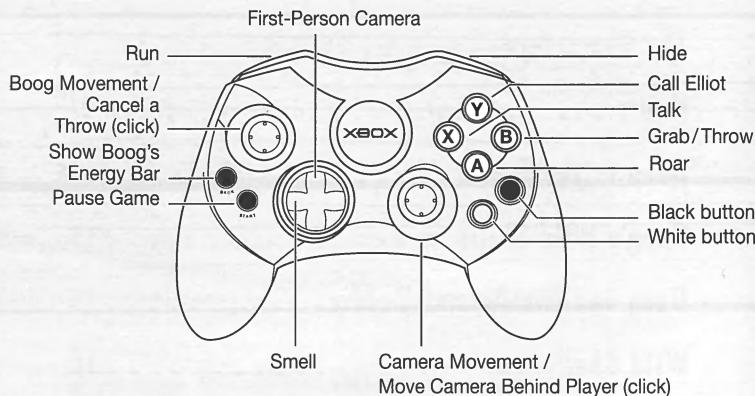


## XBOX LIVE® AWARE

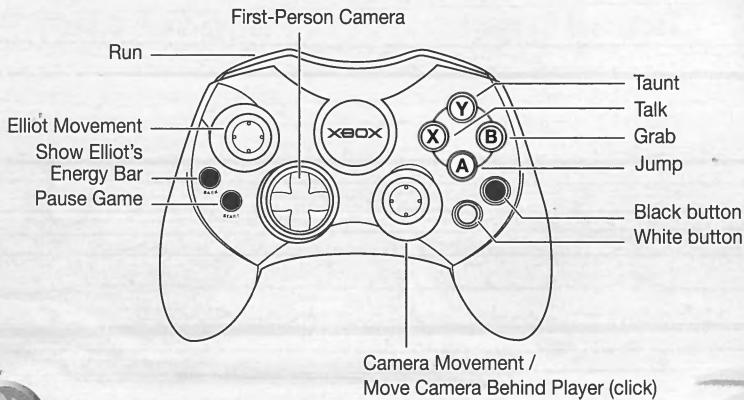
This game supports Xbox Live Aware. If you are an Xbox Live subscriber, Xbox Live Aware lets you view your friends list and see information about their status. You can also receive invitations to play other Xbox Live games online. To find out how to purchase a subscription to Xbox Live, go to [www.xbox.com](http://www.xbox.com).

## GAME CONTROLS

### Boog



### Elliot



## INTRODUCTION

Boog, a friendly 900-pound grizzly bear, lives with Park Ranger Beth in the town of Timberline. The domesticated bear spends his days performing in Beth's wilderness show, riding in her truck, and sleeping comfortably in her garage. Boog lives the good life — until a pesky, but fun-loving, one-horned mule deer named Elliot comes into his life and changes it forever.

Elliot gets Boog into some trouble, which forces Beth to send them both to the forest for good. Boog's lost in the wilderness and to make matters worse, he and Elliot suddenly realize that hunting season is now open!

All Boog wants to do is get back to his comfy garage in Timberline, and to do so, he must now learn to make friends with the other animals and get their help to scare away that crazy Shaw and the other hunters. Help Boog become a wild grizzly bear so he and Elliot can defeat Shaw and return the forest to nature's control!

## PLAY THE GAME

### Start Menu

Press the **○** button to begin.



### Create Profile

When the game starts, the New Adventure screen is displayed. Create your profile.



To create your profile name, use the **□** to navigate and the **A** button to select letters. When you're done, press the **○** button to confirm.

### Main Menu

Use the **L** or the **R** to navigate this menu. Press the **A** button and select Start Adventure to start playing.



- **Start Adventure:** Start a new adventure or continue your current adventure.
- **Replay Scenes:** Replay a scene you've unlocked.
- **Wild Challenges:** Play all seven wild Open Season™ mini-games. Five are unlockable through Boog's adventures.
- **Beth's Scrapbook:** Collect Ranger Badges and add them to Beth's Scrapbook.
- **Wild Academy:** Boog can learn new Wild Skills. The more Wild Style Points he earns throughout his adventure, the more he learns!
- **Options:** Adjust various settings. The settings you choose are saved to the current game.
- **Credits:** View the list of people who helped create this game.
- **Quit Game:**
- **Xbox Live:** View your Friends List and see information about their status.

## Pause Menu



- **Mission Log:** Check your current mission description and progress.
- **Scene Status:** Check the number of Ranger Badges and Wild Style Points earned so far in the scene.
- **Boog/Elliot Controls:** Quick reminder of the controls for the current playable character.
- **Options:** Adjust various settings. The settings you choose are saved to the current profile.
- **Quit Game.**
- **Xbox Live:** View your Friends List and see information about their status.

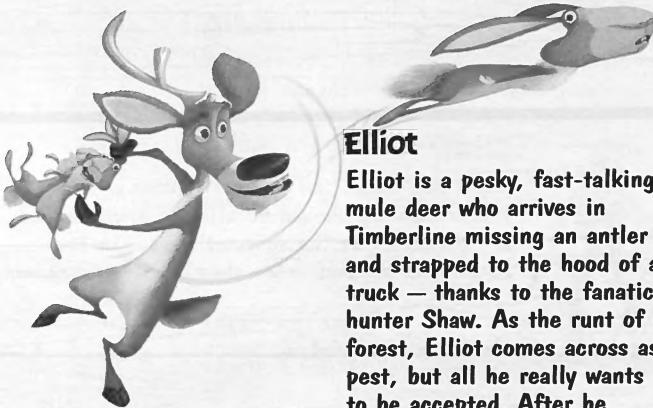


## THE CHARACTERS

### Boog

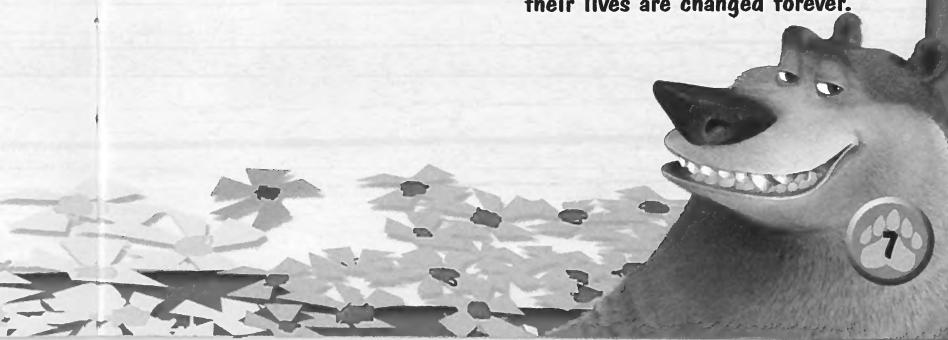


Boog is the reluctant hero of *Open Season*™. This 900-pound bear wants nothing more than to continue living in the tranquil town of Timberline with his friend Ranger Beth, who rescued him as a cub. Boog is really comfortable living around humans and is the main attraction of the local nature show. He has absolutely no wildlife skills and would be at a complete loss if he ever had to "rough it" in the woods.



### Elliot

Elliot is a pesky, fast-talking mule deer who arrives in Timberline missing an antler and strapped to the hood of a truck — thanks to the fanatical hunter Shaw. As the runt of the forest, Elliot comes across as a pest, but all he really wants is to be accepted. After he persuades Boog to untie him, their lives are changed forever.



## Beth



Beth is a kind, good-natured park ranger who loves animals. She's the one who found Boog as a small cub and raised him.

## Gordy



Gordy is the town sheriff and Beth's friend. He likes Boog, but feels that animals belong in the wild, not in Beth's garage.

## Shaw



Shaw is a mean and pitiless hunter who thinks hunting should be allowed anytime and anywhere. He is the scariest hunter in the forest and perhaps more than a little crazy.



## McSquizzy



A Scottish Highland rebel, he's the leader of the Furry Tail Clan and the Guardian of the Pine. While all the squirrels are fiercely protective of their trees, nobody messes with McSquizzy.

## Rosie and Maria



Don't tangle with these two ladies. If you dare to be around them, watch out, because they've got hot tempers and a sassy comeback every time. Cross their path and you'll get a stinky surprise!

## Giselle



A beautiful mule deer who renders Elliot speechless, Giselle is the shining star of the forest's herd. Quick-witted and strong-willed, she puts up with Ian but secretly has a soft spot for runty Elliot and will try and help him — if nobody is watching!

## Ian



Ian is a big, strong, and good-looking leader of the deer herd. He's proud of the lame jokes he makes. As the herd's alpha male, he picks on Elliot every chance he gets.



## Serge



Serge is the leader of the traumatized duck squadron. These ducks just can't take being shot at anymore and refuse to fly. It's rumored they talk with a secret code.

## Reilly



The construction foreman of the forest, Reilly the beaver is an extreme perfectionist who takes great pride in the building of his dam. He is a thorough worker who gets the job done come heck or high water — and has plenty to say when Boog messes up his work.

## Miss Feathers



The Wild Skills teacher has been educating the creatures of the forest for generations. Boog is the oldest student she has ever had, but Elliot was the most trouble.

## Buddy



It's difficult to get close to someone with so many quills, which is sad because this loner is in constant search of a hug. He doesn't understand that he's downright painful to be around.



## HUNTERS

### OPEN SEASON HUNTERS



**TRAPPER**  
Easy - Throw into traps.



**LOGGER**  
Easy - Flees to shack and shoots from it.



**SKINNY**  
Medium - Neither slow nor fast.



**BOAT**  
Medium - Scared only by animal in boat.



**HEAVY**  
Easy - Shoots and runs slow.



**STINKY**  
Medium - Cannot be skunked.



**DUCK**  
Medium - Found in marshes.



**WEEKEND WARRIOR**  
Tough - Shoots fast. Resists animals latched onto his head.



**SHAWI**  
Boss - Nastiest hunter and a total head case.



**BEAR**  
Tough - Roars don't work on him! Shoots fast!

It's Open Season, so Boog and Elliot are bound to encounter hunters. The hunters would like nothing more than to catch the biggest prize of them all — a bear!

Use Boog's Wild Skills to scare away the hunters.

- The first attack will stun the hunter.
- The second attack will scare away the hunter for good.



A question mark over a hunter's head means he is searching for Boog. Hide from the hunter before he spots you.



An exclamation point appears over a hunter's head when he sees Boog. Use your Wild Skills to take on the hunter, or run away and hide from him.



# DEEP IN THE FOREST



## Butterflies

Follow the butterflies. They identify objects you can interact with and places you should visit.

## Traps and Campfires

Animal traps and campfires can be used against hunters. But be careful, because they can hurt Boog as well!



## Berry Bushes

Smell your way around the forest and you will find berry bushes. Eating berries will restore some of your health.



## Ranger Badges



Find and collect Ranger Badges throughout the game. Each Ranger Badge collected will be added to Beth's Scrapbook. After you finish a scene, you can go to the Main Menu and open the Scrapbook to look at your new Ranger Badge and discover something new about the forest! Complete a collection of Ranger Badges and unlock cool rewards!



## Wild Style Points

These are points collected by doing wild activities in the forest such as scaring hunters, finding hidden Ranger Badges, and helping animals.

## BOOG'S WILD SKILLS

### Aimed Throw

- When Boog is holding Elliot or a Skunk, press and hold the **B** button until you see the aiming arrows.
- Move the **L** to aim.
- Release the **B** button to throw.
- To cancel any Aimed Throw, click the **C**.

### Quick Throw

- When Boog is holding any animal, Press the **B** button to quickly throw the animal.

### Smell

- Boog can smell hidden objects.
- Press and hold the **B** to use the smell skill and find new objects.
- Hidden objects are identified with a colored mist.

## Hide and Sneak

- Approach a hunter from behind without being seen and you will automatically start to Hide and Sneak.
- Pull and hold the **R** to hide. The timer icons turns red when your hiding time is up and you've been spotted.
- When close to the hunter, use one of the Wild Skills to stun or scare him away.



## Roar



- The Proximity icon appears when you are very close to a hunter. You can then press and hold the **A** button to bring up the Roar Meter. Let go before the meter reaches the end.
- A Wild Roar is when you let go of the **A** button while the Roar Meter is in the red section, scaring away the hunter for good.



## Charge

Pull and hold the **L** and run in a straight line to change to a four-legged run.



## BOOG AND HIS ANIMAL BUDDIES

When Boog arrives in the wild, he is not welcomed by the animals of the forest. By performing specific tasks for hostile animals, Boog will earn their friendship. He can then use them to help stun or scare away the hunters.

### Elliot

- Throw Elliot at hostile animals to distract them.
- Once Boog learns the Ultimate Elliot Survival Skill, throw Elliot at a stunned hunter to scare him away for good.

### Rabbits

- Pick up and Quick Throw rabbits near hunters to distract them.
- When Boog is holding a rabbit in his hand, press and hold the **B** button to use the Cross Hare. Aim at the hunter's head and release the **B** button. The rabbit will fly and latch onto the hunter's head and then stun him.

### Skunks

- Use skunks as stink bombs by aiming and throwing them near hunters.

**HINT:** If you aim the skunk in the right spot, the hunter will run into nearby traps and campfires.

- Aim and throw the skunk directly onto the hunter's head to get the First-Person Skunk. Press the **B** button repeatedly to spray and stun any nearby hunters with the skunk's stink.

**HINT:** This is really useful for stunning and scaring away groups of hunters.



## Squirrels

- To get a squirrel out of a tree, throw Elliot at the tree or run and charge into the tree.
- Throw a squirrel near any tree. The squirrel will climb the closest tree and shower any nearby hunter with acorns.
- Try a Hide and Sneak behind a hunter and latch a squirrel onto his head by pressing the **B** button to begin the First-Person Squirrel. Press the **B** button to throw acorns at the surrounding hunters. Hit a hunter twice with acorns and he is scared away for good.

**HINT:** This is really useful for stunning and scaring away groups of hunters.

## WILD CHALLENGES

Choose Wild Challenges from the Main Menu and challenge up to four of your friends in seven hilarious mini-games using System Link play. Five are unlockable during Boog's adventure.

### Rabbits Everywhere!

Press the **B** button to grab a rabbit and throw it into the big burrow. Carrots attract many rabbits. The highest score wins!

### Log Challenge!

Jump from log to log using the **L**. Press the **B** button repeatedly to spin your log to unbalance another player or counter the players' spins. The last one standing wins!

### Flowers for My Deer!

Every deer wants a bouquet of flowers. Press the **B** button to grab flowers of the correct colors. Deliver your complete bouquet to the deer to score points. Press the **X** button to drop whatever you are holding. The first player to reach 10 points wins!

### Shake that Butt!

Watch Buddy carefully to know when to shake your butt and when to stop. Move the **L** quickly and repeatedly left and right to shake off the porcupine. Fill up your Shake bar first to win!

### Duck Chorus!

Watch Serge's quack sequences and then match them. May the best quacker win!

### Rise, Rise to the Top!

Press the **B** button to raise your platform only when it's your turn. First team to the top wins!

### Wild Memory

Run to a burrow and press the **B** button to reveal the hidden object. Find the object's identical match to earn points. The highest score wins!

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Thanks,  
The Ubisoft Team

### Open Season™ Proof-of-Purchase



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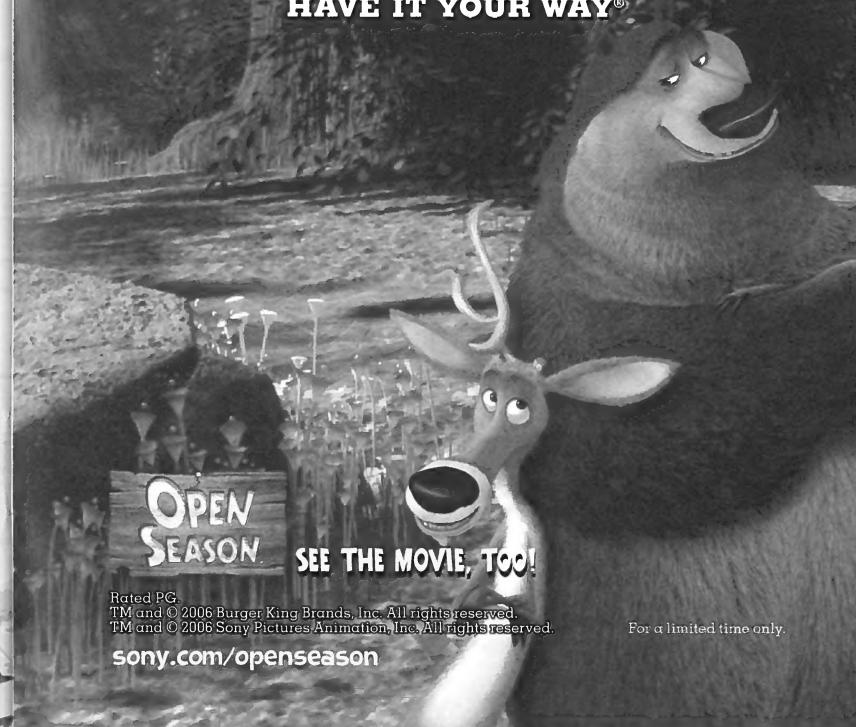
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MAKE TRACKS TO BURGER KING®  
ADVENTURE AND FUN AWAIT!



HAVE IT YOUR WAY®



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Hours: 9am-9pm (EST), M-F

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Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

## Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems:  
<http://support.ubi.com>.

## Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

## Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am-9 pm Eastern Time** (French language support available from 7 am-4 pm EST). While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

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